

\*THE ONLY PUBLICATION ON THE SERIALS OF YESTERYEAR\*

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SPRING 1979

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# SERIAL WORLD



WHAT IS THE  
SECRET OF  
TREASURE  
ISLAND?

UNDERSEA  
KINGDOM'S  
EXPLOSIVE  
ENDING

LINDA STIRLING'S  
"FLICK OF THE  
WHIP"



# SERIAL WORLD

VOL. 2, NO. 18

A Quarterly publication dedicated to the motion picture serial.

Norman H. Kietzer — Publisher

Jeff Walton — Editor

Staff Writers — Jim Stringham —

Eric Hoffman — Greg Jackson Jr.,

Jim Hitt — Charles McCleary

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REPUBLIC — COLUMBIA — UNIVERSAL — MASCOT — INDEPENDENT

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# SERIAL SHOWCASE

BY JEFF WALTON  
EDITOR SERIAL  
WORLD



Very sad to report the loss of another well known star, Serial Zorro, JOHN CARROL passed away April 26th after a long battle with leukemia. Carroll starred in a great Republic serial, "Zorro Rides Again" made in 1937. John played the dual role of James Vega aka Zorro. Our deepest sympathy goes out to his family and friends.

Got a hand written letter with no name from a new Video company calling themselves VIDEO CLIFFHANGERS. They advertise Spy Smasher and Secret Service in Darkest Africa in Beta and VHS format for only \$85.00. I have not seen their product so I won't tell you to order, but the address to write is Video Cliffhangers Rt 5 Box 581A Elizabethton, Tn. 37643 if you want to write for more information first. Again, I've received several complaints against Syndicate Films. They still have not answered charges in my last column nor refunded my money on a serial rental I never received. Again, DO NOT ORDER ANYTHING from SYNDICATE FILMS. Enough said.

Richard Hurst, a Serial World subscriber sent me his nifty publication "It's NOT JUST NOSTALGIA" (April 79) with a fine review of the "The Cliffhanger" TV show. This publication always has a feature on serials as well as other interesting tidbits. For info on subscriptions try writing Rich at 25 Nottingham Court, Buffalo, New York 14222. Thanks for the sample copy.

A tip of the cap to Mrs. Dorothy Carsten who was very thoughtful enough to send me material on TV's Captain Video, Al Hodge. Mr. Hodge died March 20th very alone in New York City. It was a very sad ending to a very sad yet familiar story of one of Hollywood's past stars. While we stress serials, we still must acknowledge the fine work done by a true pioneer, Al Hodge and although newspaper accounts stated that he died alone and unremembered, we know that is far from the truth as many of us will always remember Al Hodge CAPTAIN VIDEO.....

On page two find an ad for DISCOUNT VIDEO TAPES. Woody Wise is boss and I recently saw the Beta print of ACE DRUMMOND. It's a beautiful print and their service is great. Write for a complete catalog.

Great issue this time out and I hope you enjoy it. Lots of news to come in the issues ahead.

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JOHNNY MACK  
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# SECRET

## OF TREASURE ISLAND

BY JIM STRINGHAM

A COLUMBIA SUPER SERIAL



4-b

THE SECRET OF TREASURE ISLAND may be the most under-rated of the sound serials. It has repeatedly been cited as an example of the faults of the serials - usually for the wrong reasons - but is really as enjoyable a cliffhanger as Columbia ever produced and compares favorably with most serials of its period.

ISLAND did often avoid cliffhanger situations of immediate physical danger. Instead, as was common in the silents and early talkies, some episodes ended on a note of suspense or mystery. These were effectively done, however, and offered sufficient inducement to any viewer to return for the next chapter. In fact, the serial's best reputation is among those who saw

individual episodes in the thirties but were unable to view the entire picture. These chapter endings were never an excuse to eliminate action or danger from the film, and some of the most exciting situations were introduced and resolved within a single episode. When perilous cliffhanger episodes were used, ISLAND offered escapes without cheats. Recaps were followed by a fade out/in emphasizing that not a frame had been added or altered. Director Elmer Clifton did these cliffhangers beautifully, but filmed himself into trouble at the end of chapter fourteen. It was an outstanding climax, but the feeble escape written for him was, at best, disappointing.

The often criticized "Ghost" stands on its own

merits. It was superbly done in chapter two, and this and every appearance was in accord with the explanation offered in the last episode. It was shown as a gigantic, transparent figure, capable of passing through solid barriers, and was done so well as to make the terror of Collins' guards completely understandable. Grant Withers impersonated the specter in chapters three and four, but there was no question of his being the real phantom. In fact, after he was pitched to the ground from an upper story window, the Ghose appeared to criticize his performance!

After unsatisfactory use of "personality" leads Frank Buck and Frank Hawks, Columbia went to pro Don Terry. A likeable performer with some nine years experience in the movies. He was excellent. Gwen Gaze did well as the girl subjected to the terrors of the "isle of fear," and Grant Withers was particularly good as their principal enemy. He sought a treasure map throughout the serial, and was repeatedly frustrated as the script had him attempting to get it from Don Terry when Gwen Gaze had it, or attacking her when Terry carried it. Almost every role was done by a serial veteran, from Walter Miller as Carter Collins to Clara Kimball Young in the briefest of bits in chapter ten. Writer George Rosener, credited for Continuity and Dialogue Director, seemed determined to give actor George Rosener every opportunity to steal the picture, and his portrayal of Captain Cuttle, a hook-handed nautical character who was on the island when Collins arrived, is a delight. The hook is a beautiful prop, and he uses it to the hilt as he

attempts to shake hands with Don Terry, tamps tobacco into a pipe, or scratches his head. His mocking comments are directed at all of the players, and punctuated by his song about a sea captain even more eccentric than himself - every verse ending on the cheerful note: "And they found him with his throat cut in the morning!"

Production values were good, showing in such details as elaborate, well furnished sets, even including the tunnels beneath the island and the treasure chamber. This was a huge vault packed with jewels and gold that put to shame the treasure sought in any other serial and most features. There was effective music throughout, and care was taken to provide a bang-up ending. The climax, showing the destruction of the island - and most of the cast - is a classic finish and exciting to watch even today.

Logic is often ignored, and there is no point in trying to solve the mysteries from the clues presented. In chapter one, Faxton tells Toni that she was named for her father, Anthony. The man who will turn out to be the father is then identified as George Westmore. Later, the same man is established through dialogue as Brennan Westmore. There is no explanation of the various names. The island guards are shown throughout the serial armed with rifles and belaying pins, except in chapter seven when Collins orders them to "Get the swormen, go at once to the room of doors, and make Kent a prisoner!" Of course it was done to set up a sword fight. The fight was a beauty, though, and if logic was sacrificed for action, isn't that what the serials are all about?



Don Terry and Grant Withers journey to Treasure Island.

## Chapter One: The Isle of Fear

Blackhawk, terror of the seas, has established a base on a small volcanic island. His men secrete the treasure of looted ships in the island's caverns, but the volcano erupts, wiping out the pirates...

...and, in the present, a fugitive attempts to escape that same Treasure Island. He runs through the night to the shore and commandeers a speedboat. Hawkins, a servant, sees him and sounds the alarm. Carter Collins, master of the island, and the Professor operate controls mounted in Collins' desk. Warned by alarm gongs, the fugitive, Paul Thorndyke, who disappeared while seeking the story of Collins, The Shark, who has earned the name by his ruthless methods and who now owns Treasure Island. Thorndyke's wrecked boat has been picked up by the Coast Guard, and Westmore fears for his life. Larry, though, regards the new assignment as a vacation.

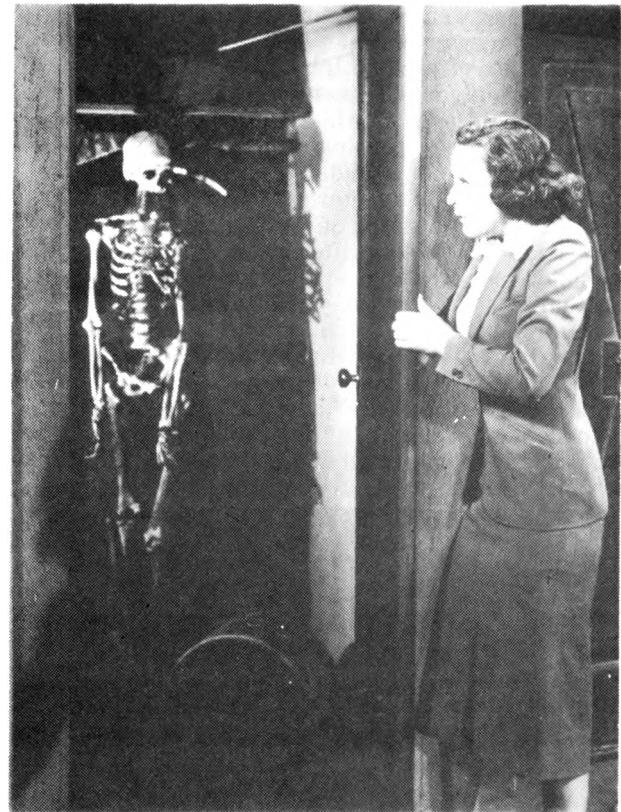
Salt Water Jerry, a waterfront character, brings Captain Tom Faxton a letter which Faxton realizes will solve the mystery of the parentage of Toni Morrell, his ward. He sends Jerry for the girl. Grindley enters, identifies himself as a servant of Collins - an old shipmate of Faxton's - and demands the captain's portion of a treasure map. The old seaman attacks him, but is stabbed with his own dagger and mortally wounded. Grindley leaps out a window as Jerry and Toni arrive, and hears the dying Faxton tell her to seek her father on Treasure Island and give her the map - concealed, unknown to him, in the murder knife. With an accomplice, Grindley tries to intercept Toni's car, but runs off the road and crashes into a fire hydrant.

Aboard the Dolphin, bound for Cortez, Larry meets Grindley, then fights him off when the man attacks Toni, demanding the map. A damaged boat is sighted, and a cloaked and hooded man is taken aboard, only to die after babbling about Thorndyke, the Shark, and the terrors of Treasure Island. Larry and Toni decide to take his boat and head directly for the island. Grindley overhears this, slugs a crewman, and stows away in the craft.

Toni and Larry land on Treasure Island. The piratical guards jump Kent, and the girls runs away when she sees Grindley coming from the boat. She flees to a shack. A menacing, hook-handed character peers through the window, and she backs away only to drop through a trap door. In a dark cavern below, hooded figures close in on the girl. Toni screams!

## Chapter Two: The Ghost Talks

As the hooded men close in, Dreer, their leader, warns Toni to leave the island. These are the mole men, slave laborers condemned by Collins to dig for pirate treasure in the tunnels beneath Treasure Island. Captain Cuttle appears and disperses them with blinding flashes of the Professor's ray light. Learning Toni's name, he offers her his friendship, then sends her through a secret panel. Larry hurls one of his attackers from a cliff into the sea, breaks clear of the others, and follows Toni into the shack - and falls through the same trap door. Cuttle sends him into the tunnels. He encounters Hawkins in a wine cellar, and learns that he is expected. Kent

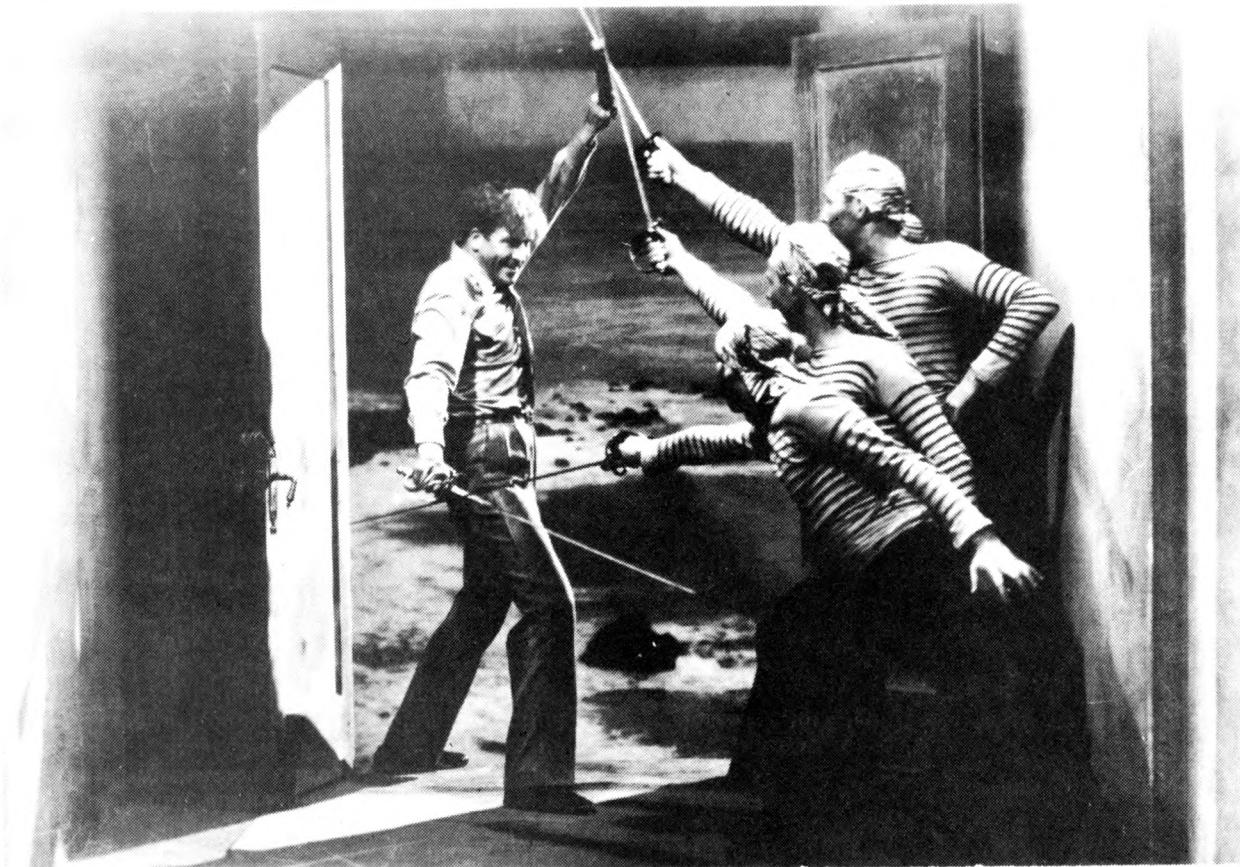


follows the servant to the great hall, where Toni is now dining with Collins, Grindley, the Professor, and Doctor X and Zanya, a physician and nurse hired - and imprisoned - by the Shark. Collins possesses the other half of the map.

Below, mole men, sent to replace the mine that blasted Thorndyke's boat, decide to destroy Collins. Overpowering Dreer, they detonate the explosive under the foundation of the house - but succeed only in blowing up an out building. Collins orders Grindley to take Toni and Larry to their rooms while he investigates the explosion. The Ghost stalks the island, terrifying Collins' guards. Larry arms himself and joins Toni as real eyes follow them from a portrait of Blackhawk hung in her room. They walk through the building's halls until the Ghost appears before them, demanding Toni's map. Larry fires again and again into the phantom. He laughs, and advances at them with drawn cutlass!

## Chapter Three: The Phantom Duel

As the Ghost moves at Toni and Larry he fades away. Collins and Hawkins arrive to find Kent holding the girl, who has fainted. They are escorted back to her room. The volcano thunders, and, as tremors shake the house, a secret panel opens. They explore the passageway, which leads to a shack some distance from the main house. Blazing volcanic rocks destroy the building as they run back into the tunnel. They meet Hawkins, who takes them back to the hall where Collins has assembled his people. Grindley is missing, and Hawkins is sent to find him. The Ghost walks again, and the terrified butler runs into one of the island's old buildings - then stumbles through a secret door. He is in the treasure chamber! He grabs a handful of gold



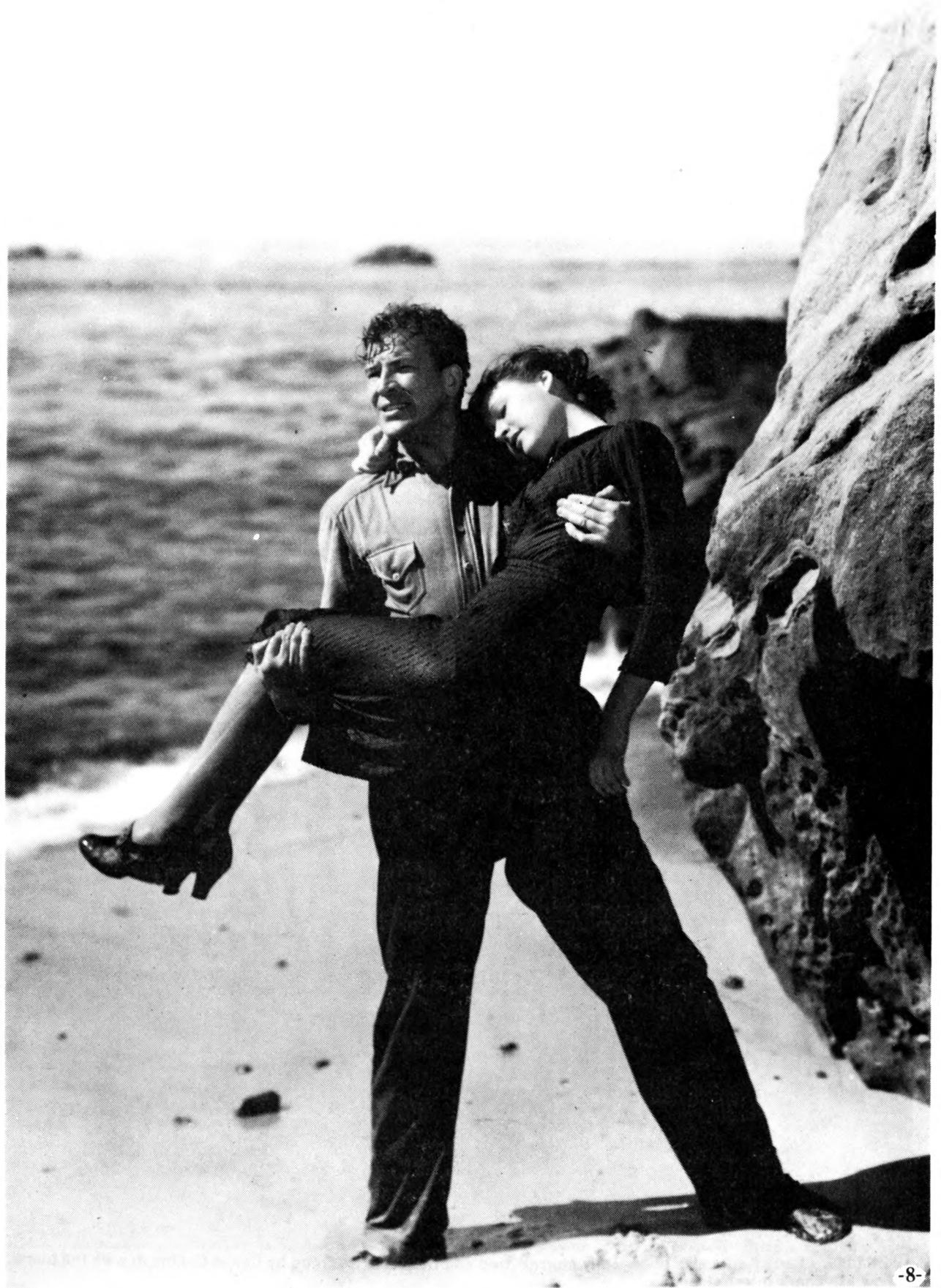
Larry Kent battles Shark's swordsmen in an upper chamber of the big house, above the rocks and surf surrounding Treasure Island.

-7-



Cliffhanger - Larry Kent looks on as Tony Morrell, tied and helpless, is forced by Carter Collins to walk the plank. Below are shark infested waters.

9-10





**Larry attempting to rescue Toni survives an auto wreck.**

coins and runs into the night screaming of his find - and dies, as Grindley fires an explosive missile into his body. Larry runs up to find the coins.

Collins, determined to prevent further interference from Westmore's people, orders the editor killed. Gunmen chase him and wreck his car, but he is uninjured. Larry shows Toni the coins, and a very solid "Ghose" walks in on them and tries to take the gold. Larry grabs a sword and battles the intruder, but is knocked from a stairway. As he lies stunned, the attacker makes a murderous thrust at his throat!

#### **Chapter Four: Buried Alive**

Toni huls a club at the "Ghose" and Larry jumps up to resume the fight. This time, the intruder is driven through an upper story window and sent crashing to the ground. A mole man appears, grabs Toni, and fires a gas pistol at Larry, knocking him out. The hooded figure takes her to the room and finds the gold coins. Later, he unmasks as Doctor X and shows Zanya the pieces of eight. The Ghost appears to ridicule his fallen impersonator, now revealed as Grindley. Larry revives and finds Toni in her room. There, the Ghost again claims the map, then, laughing, fades away.

On the mainland, Jameson, a detective investigating the Faxton murder, tells Westmore that he has gained the confidence of Salt Water Jerry and will accompany him to Treasure Island to seek Toni Morrell. The mole men attempt to leave the island, claiming that their original contracts have expired, but Grindley and Dreer battle them until Collins' guards arrive, forcing them to remain. Toni and Larry try to follow her half of the map, and enter the island's tunnels. Grindley follows. Mole men spot him, and see a chance to kill their enemy. They pull out the supporting timbers of the tunnel. Grindley gets clear, but Larry and Toni are driven into a dead end as tons of rock pour down on them!

#### **Chapter Five: The Girl Who Vanished**

The two are protected by fallen timbers, but

find themselves trapped until Toni notices a draft near the base of a rock wall. They break through into another tunnel, and find a trap door leading in to Cuttle's home in a beached ship. Larry takes the girl to Dr. X's dispensary, where he spots Jameson and Jerry landing on the island. X also sees them. Jerry is captured by a guard when the two separate. Kent overpowers the guard, escaping with Jerry across a rope bridge. Nearby, Cuttle and the mole men fire an explosive charge that sends a boulder crashing through the bridge, but they "ride" it to the ground below.

Jameson, searching Toni's room when Zanya brings her back, hides in a closet. A suit of oriental armor comes to life, raising a dagger to menace Toni, who screams. Larry has returned to the house, and runs up with Collins. The room is empty, but, when they open the closet, Jameson's body falls out. Larry refers to him as a detective, and Collins, furious at the thought of police interference, orders Kent imprisoned. As he is taken out, the giant figure of the Ghost appears. Larry forces a fight, but is slammed into the wall and collapses, unconscious.

#### **Chapter Six: Trapped by the Flood**

Larry revives and breaks clear of the guards, only to be captured by Grindley. In the dungeons below the island, Thorndyke sees water begin to seep into his cell, then is taken out as the guards bring Larry in and chain him to the wall. Jameson's "body" is taken to the dispensary, but he revives and escapes. The Professor enters Toni's room through a secret panel, removes her from the armor, and takes her to the dispensary. She revives to find the knife containing the map missing. The Professor has it, but Grindley seizes it and flees, only to be jumped by Jameson. The detective recovers the knife after a fight and turns it over to Jerry.

Tunneling below sea level, the mole men strike water and retreat as the cavern is flooded. Walls collapse, and the sea pours into the dungeon. Larry struggles to escape his chains as the water rises over him!

## SERIAL QUIZ By Ronald Vivian

Now, to complete the cycle, here is the third and final part of the serial quiz: Mascot, Independents, and Universal.

### Mascot:

01. The mysterious intruder: The Fatal Warning
02. The Cactus Kid: The Lone Defender
03. The Voice: The Vanishing Legion
04. The Wolf Man: The Lightning Warrior
05. The Whispering Shadow: The Whispering Shadow
06. El Shaitan: The Three Musketeers
07. The Black Ace: The Mystery Squadron
08. The Rattler: Mystery Mountain

### Independents:

09. The Black Ghost: The Last Frontier
10. The Clutching Hand: The Clutching Hand
11. The Scorpion: Blake of Scotland Yard

### Universal:

12. The Panther: Detective Lloyd
13. The Black Hawk: The Airmail Mystery
14. "Gold Special" thief: The Lost Special
15. Mystery Man: Gordon of Ghost City
16. The Eagle: Tailspin Tommy in the Great Air Mystery
17. The Stranger: Adventures of Frank Merriwell
18. The Phantom Rider: The Phantom Rider
19. The Dragon: Ace Drummond
20. Brenda: Secret Agent X-9; 1937
21. The Black Hangman: Adventures of the Flying Cadets
22. The Master Key: The Master Key
23. The Scarlet Horseman: The Scarlet Horseman
24. Matosca: The Scarlet Horseman
25. Mr. M: The Mysterious Mr. M

- a. Dorothy Newton
- b. Marshall
- c. unnamed mastermind
- d. Buck Grant
- e. Jim Bannon
- f. Leonard Taylor
- g. Blackstone
- h. Ratkin
- i. Giles Wade
- j. Milt Howe
- k. Jim Carmody
- l. Halkey
- m. Carla Marquette
- n. Tom Kirby
- o. Angus Macdonald
- p. James Elton
- q. Davis
- r. Arthur Galt
- s. Hornbeck
- t. Wetherby
- u. Daggett
- v. Paul Gironda
- w. Sparks
- x. Sam Slater
- y. Chang-Ho
- z. Judson Ward

### ANSWERS

1. f	6. h	11. b	16. i	21. r	2. i	7. q	12. l	17. u	22. a	3. s	8. c	13. z	18. d	23. e	4. o	9. n	14. x	19. y	24. m	5. w	10. v	15. k	20. g	25. t
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**WESTERN STILLS:** John Wayne (3 different), Clint Eastwood (2 different), Gary Cooper, Tom Mix and Louise Lovely in "The Fued", Charles Starrett as The Durango Kid with Smiley Burnette, Tex Ritter, Randolph Scott, Errol Flynn, and William Boyd as Hopalong Cassidy. All are priced at \$2.00 each.

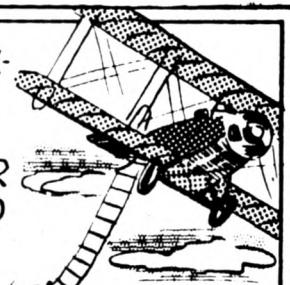
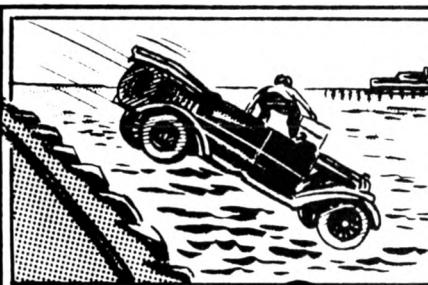
**OTHER STILLS:** Johnny Weissmuller as Tarzan, Boris Karloff, Lon Chaney as The Phantom of the Opera, Warner Oland and Rita Hayworth in "Charlie Chan in Egypt", Humphrey Bogart and Walter Pidgeon with Robby the Robot in "Forbidden Planet". All are priced at \$2.00 each.

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-10-

**EDITOR'S NOTE:** Instead of our mailbag thought you would want to see this film club schedule sent to us by the Tennessee Western Film Club.



BACK IN THE EARLY YEARS OF MAKING SILENT MOVIES, JOE MADE A "LIVING" BY DOING DEATH DEFYING STUNTS, SUCH AS DRIVING CARS OVER CLIFFS, JUMPING FROM PLANES AND FALLING FROM BUILDINGS!



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# ONE MORE LOOK AT CAPT VIDEO OF THE SERIALS



## DID YOU KNOW THAT ..... By Lawrence Adams

Jack "Jock" Mahoney starred in three Columbia serials. Jack, Jock, Jocko - his name keeps changing. Born on February 7, 1919, he was christened Jacques O'Mahoney. But he is better known as Jock O'Mahoney or Jack Mahoney.

Now the serials. As Lt. Jim Archer, undercover investigator, Mahoney worked alongside young Bill Cody (Dickie Moore) in "Cody of the Pony Express." Peggy Stewart was Linda Graham in this 1950 production. Together they exposed Mort Black (George J. Lewis) as being the leader of the outlaw band.

In the 1951 chapter play, "Roar of the Iron Horse," Mahoney was Jim Grant, government investigator for the railroad. Set in the late 19th century, "...Iron Horse" offered viewers mysterious railroad accidents, a meteor supposedly filled with valuable rare gems, and Jim Grant battling the Baron.

Jack Mahoney's last serial role was as Joe Ward in "Gunfighters of the Northwest" (1954). Action in this serial included Indian attacks, a mountain avalanche, and much outdoor excitement. Actually, "Gunfighters" was filmed entirely outdoors. No indoor sets were used - unusual, even for an action-packed serial.

A former Tarzan and stunt man, Jack Mahoney is probably best remembered as television's Range Rider. Co-starring in this series from the early fifties was Dick Jones who played Dick West, the all-American boy.

Did you know that Jack Mahoney is the step father of Sally "Sybil/Flying Nun" Fields. Sally is the daughter of Margaret Fields/Mahoney. Remember her in "The Man From Planet X" (1951).

In the recent Burt Reynolds' flick, "Hooper," Sally Field played the daughter of "Jocko" (Brian Kieth), a retired stunt man. Hmmmm.....interesting coincidence.

### Take A Guess

It is well known that yesterday's serials were at times edited and re-edited into one or more "features." Sometimes the feature version would retain the same name as the mother serial (i.e. "S.O.S. Coast Guard," "Ghost of Zorro," etc.). Featurizations would often just add the word, "return" to the title. "Return of Kit Carson" is one example. From which Kit Carson serial was the feature, "Return of Kit Carson" taken? Take a guess.

Certain feature versions received brand new titles - sometimes two (i.e. "Lost Planet Airmen," "Sharad of Atlantis," "Men With Steel Faces/Radio Ranch," "Planet Outlaws/Destination Saturn," etc.).

Try this one. "Yellow Phantom" was a feature version of what serial? Need a few clues? (1) Both the serial and feature version were released in the same year. (2) Chapter 12 of the serial was entitled Invisible Gas. (3) An ex-Tarzan foils the dastardly plans of a mad chemist. Sorry, no more clues. Take a guess.

Answers will appear in the next issue of Serial World.

Answer to the Last Issue's Take A Guess: Jim "Bright Path" Thorpe played the slow-witted cousin of Joe Portos in "The Red Rider" (Universal, 1934).



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## **UNDERSEA KINGDOM**

**CONTINUED FROM LAST ISSUE**

**By Jim Stringham**

**A REPUBLIC SERIAL**

## **Chapter Seven: The Submarine Trap**

Crash shouts a warning, then deliberately drops and grabs the cable as the torpedo explodes. They jump to the ground, leaving Unga Khan convinced of their death. Moloch draws off the juggernaut by fleeing the city in a chariot, crouching behind the statue that serves as a driver. He escapes as the attackers find the hummy, and encounters Crash and Billy near the metal tower. Guards see and chase them, but they elude the horsemen and return to the sacred city.

Diana explains that Norton is building rocket motors for the Khan, and Corrigan and Billy head for the submarine to remove the priming powder necessary for their operation. Ditmar observes this on the reflectoplate, and black robes are sent to stop them and seize the powder. Crash locates the remote control and raises the sub. He loads a raft with powder, but is jumped by the arriving soldiers. Fighting clear, he dives into the water and reaches the raft. Enemy archers open fire. An arrow detonates the powder!

## **Chapter Eight: Into the Metal Tower**

Crash pushes the raft away and dives an instant before the explosion. As the guards leave, he surfaces and sends Billy to the sacred city with some powder safely landed before the attack. He will return to the tower to destroy the motors and rescue Norton. Unga Khan sees this on the reflectoplate and orders out a volplane, but Billy reaches the city as the craft circles overhead.

Hakur and his horsemen spot Corrigan and drive him into a blocked tunnel, but the surfaced man pulls out the metal bars and goes on into the tower. Unga Khan and Ditmar devastate the upper world with new earthquakes in preparation for their conquest. Learning of the loss of the powder, Norton promises to make as much as they need. Crash comes out of the tunnel in the imperial stables, eludes the guards, and reaches Norton and smashes the new motors. Hakur and his men arrive, and, as Crash battles them, Norton suddenly strikes him down. Unga Khan orders him returned to the sacred city - strapped to the front of the juggernaut. At the gates, Hakur tells him to order the powder surrendered or he will ram. Crash shouts his defiance, and Hakur orders the tank forward. It crashes into the gate!

## **Chapter Nine: Death in the Air**

Billy has shouted to Moloch to open the gates, and the juggernaut rolls in without the crash of the previous chapter. One of Hakur's men comes after the powder, threatening the white robes with an atom gun as Billy enters the juggernaut. He frees Crash, who overpowers the invaders.

The juggernaut returns to the imperial stables, where Hakur sends his men to the armory - at the order of Crash and Billy, who have him covered with the atom gun. Crash finds Norton and knocks him out. Learning of this, Unga Khan removes the juggernaut's remote control, trapping the intruders. Crash and Billy take Norton to the volplane launching chamber and take off in the aircraft, but Unga Khan fires torpedoes at them.

The projectiles fly at them and explode. The volplane crashes to earth!

## **Chapter Ten: Atlantis Destroyed**

Learning that Norton, key to his plans of conquest, was aboard the volplane, the Khan tunes in the scene of the crash in his reflectoplate and sees Crash and Billy pull the professor from the wreckage. Corrigan had deliberately dived to avoid destruction in the explosion of the torpedo. The tyrant sends out pursuit chariots, and Norton runs to them in an effort to return to his master. He boards one, but Crash follows, knocks the driver off, and takes Billy aboard. Learning that they have safely entered the sacred city of Atlantis, Unga Khan orders an attack by all his forces.

The battle resumes, and the juggernaut crashes through the Gates. Black robes invade the sacred city, and Norton escapes to turn himself over to the attackers. Seeing him recaptured, the Khan orders the city destroyed by the great projector. Torpedoes slam into Atlantis, and Crash runs to get Diana and the others to safety. Moloch is stabbed and falls. Corrigan reaches the holy sanctum, which is collapsing around Sharad, Billy, and Diana. As he rushes in another missile strikes, and debris falls, knocking him to the ground!

## **Chapter Eleven: Flaming Death**

Convinced that no one has survived the destruction of the sacred city, Hakur orders his men back to the metal tower. Crash digs himself out and finds Billy and Diana uninjured, but Sharad is dead. Moloch, only wounded, reports the retreat of the black robes. Taken to the Khan, Norton reports that his rocket motors are ready, but he needs charts and instruments from the submarine to plot a course to bring the tower into striking distance of the American coast. Hakur takes him there in the juggernaut, and after removing the materials, they see Crash and the others approaching. They resubmerge the sub, but with two volkites aboard to trap the surface people.

Crash sees that the vessel has been raised, and enters alert for trouble. As the robots close in, he shoots out their control panels. He discovers that their machinery can be removed, leaving the outer shell as a perfect disguise for penetrating the tower. There, Unga Khan has ordered his men away from the base while he tests Norton's motors. Their flames can kill a man, and even melt steel. Moloch and Crash, as volkites, reach the throne room, take over, and force the Khan to reverse the transformation process. Norton is placed in the transformation room, with Unga Khan beside him to prevent treachery, and freed of the control of his mind. They destroy Ditmar's control unit, and head for the tower base to smash the rocket motors. The Khan signals Hakur, who releases him. They fire the motors! Moloch is killed, and then Norton falls. Corrigan himself is overcome and drops to the ground as the flames roar around him!



4/7EP-7-8

**Ep. 7-8: Priming Powder:** Crash removes the powder needed for Norton's motors to lift the metal tower to the surface. The earthquake detector is shown at the right.

### Chapter Twelve: Ascent to the Upper World

Crash finds a trap door leading to the tunnels below, and he and Norton drop through it to safety. They enter the tower as it shakes loose from its foundation and begins to rise. Billy and Diana see this, and, with Salty and Briny, take the submarine down. They follow the tower to the surface as the ocean pours into the doomed undersea kingdom. Unga Khan goes to prepare his men for the conquest of the upper world, and Crash and Norton reach the throne room, knock out a guard, and activate the reflectoplate. They contact the Navy base, and Corrigan warns them of the approaching danger. They hide as Unga Khan and Ditmar return. The tower has surfaced, and the Khan begins his attack by sinking a passing schooner. Then, as he is about to start a new series of earthquakes, Crash and Norton intervene. Crash again contacts the Navy, while the scientist stops the machinery, but black robe guards overpower and bind the surface men.

Unga Khan discovers a battle fleet approaching at flank speed in response to Corrigan's warning, and projects an invisible wall of atom rays around the tower. The shells of the attacking ships explode harmlessly against it. Norton frees Crash, and they head for the control room as the Khan prepares to turn the disintegrating ray on the fleet. Norton cuts off the protective field, and shells crash into the tower. They reach the

volplane but Unga Khan, also trying to escape, appears and covers them with an atom gun. An exploding shell knocks him to the floor, and Crash launches the plane to take them from the doomed tower. Moments later, a final salvo destroys it. Later, in Norton's lab, the scientist is persuaded to abandon his attempt to activate a volkite long enough to attend the wedding of Crash and Diana. Then the robot comes to life. It's only Billy in the suit, eager to come along. All of the adventurers join in the laugh, then exit together.

THE END

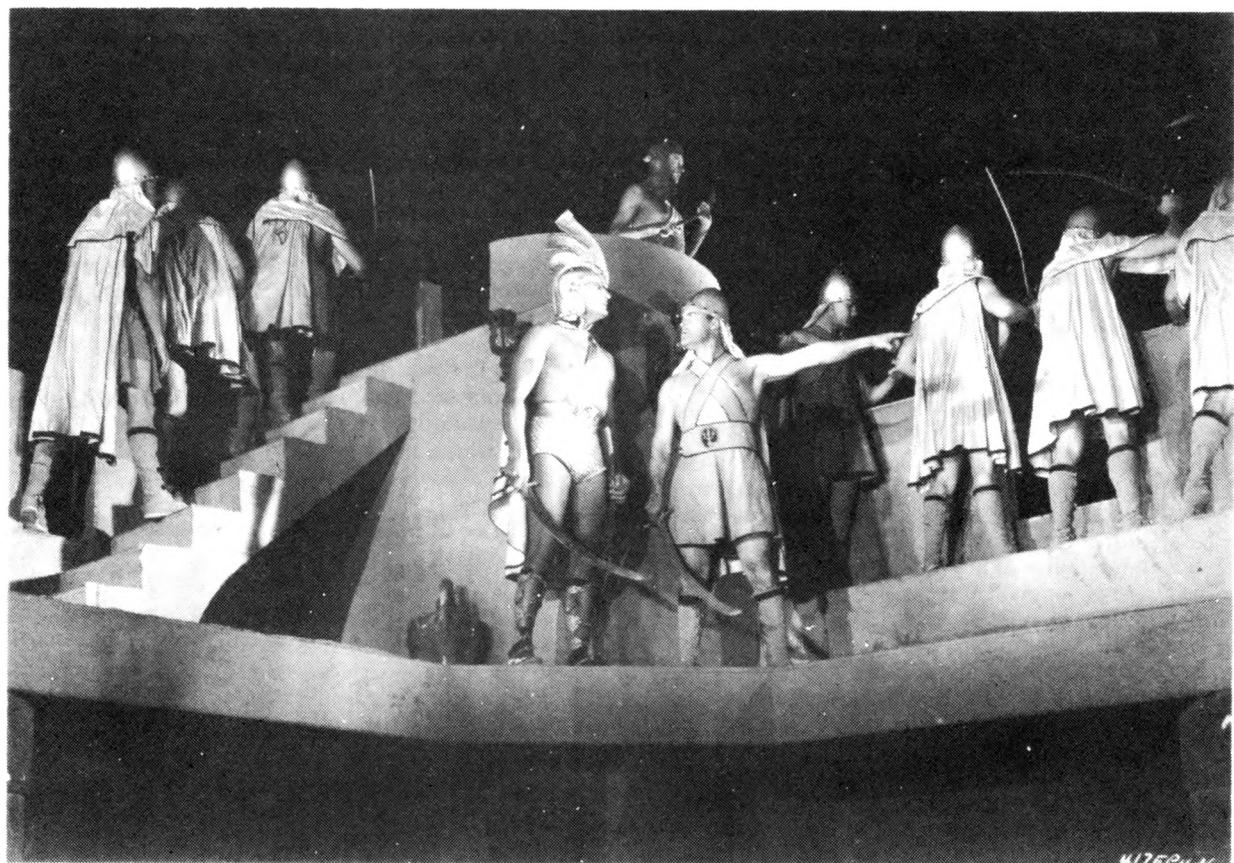
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Ep. 4-8: Rocket Missile: Professor Norton shows Unga Khan and Ditmar how he will attach rocket motors to the base of the metal tower to raise it to the surface.



Ep. 4-4: White Robe Army: Crash, Darius, and Moloch lead the forces of Sharad in defense of the sacred city.

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-17-

A REPUBLIC CLASSIC CLIFFHANGER



## ZORRO'S BLACK WHIP

By Charles McCleary

## CAST

Vic Gordon	George J. Lewis
Barbara Meredith	Linda Stirling
Tenpoint	Lucien Littlefield
Hammond	Francis McDonald
Baxter	Hal Taliaferro
Harris	John Morton
The Banker	John Hamilton
The Merchant	Tom Chatterton
The Commissioner	Tom London
The Marshal	Jack Kirk
Randolph Meredith	Jay Kirby
Zeke Haydon	Si Jenks
Hodges	Stanley Price
Hull	Tom Steele
Evans	Dale Van Sickel

Directors	Spencer Bennet and Wallace Grissell
Associate Producer	Ronald Davidson
Second Unit Director	Yakima Canutt
Photographer	Bud Thackery
Musical Director	Richard Cherwin
Set Decorator	Charles Thompson
Special Effects	Ted Lydecker
Screen Play	Basil Dickey Jesse Duffy Grant Nelson Joseph Poland

### Chapter One: The Masked Avenger

Barbara Meredith, sister of Randolph Meredith, who owns and operates a newspaper campaigning for Statehood for the Territory of Idaho, takes over the paper after her brother's death in a battle between the lawless element of Crescent City and those who want law and order in the territory. Known only to Barbara and Tenpoint, their printer, Meredith is also The Black Whip, a masked avenger, expert with cattle whip and gun. Barbara becomes The Black Whip after her brother's death. She is aided by Vic Gordon, government secret agent working with a Federal Commissioner who is murdered by the outlaw gang headed by Don Hammond who outwardly is a respectable citizen and owner of the stage lines. Hammond's gang tries to wreck the newspaper office and waylay the wagon carrying new presses for the newspaper. Vic saves the paper and rides to prevent the wagon attack. Barbara, warned by Tenpoint, dons the Whip's costume and rides to the rescue. In a thrilling fight, a runaway wagon carrying Vic and an outlaw, Evans, plunges off the road to crash on the jagged rocks below.

### Chapter Two: Tomb of Terror

Vic leaps from the crashing wagon just before it goes off the road. The outlaw, Evans, is carried to his death on the rocks below. Vic, who is still unaware that the Black Whip is Barbara Meredith, publishes notice of a \$10,000 reward for the identity of the leader of the outlaw gang. Hammond, seeing the danger, plans to have the money stolen from his own stage company vault and to have the safe blown up so suspicion will not point at him. Vic arrives at the stage company office just as Baxter and Harris, two of the outlaws are ready to blow the safe. Vic is knocked out in the fight that follows and Baxter grabs the money bag while Harris lights the fuse of the explosive keg. Barbara, as The Black Whip, comes in and another fight follows in which she is pushed into the vault where the fuse is sputtering. Baxter slams and locks the vault door and as The Black Whip hurls herself against it, the roar of the explosion shakes the room, apparently blowing the vault in which Barbara has been locked to bits.

### Chapter Three: Mob Murder

In the vault, Barbara finds a second steel door which she crouches behind as the explosion shatters the outer

vault tearing off the door and allowing her to escape. Fearful of Vic discovering that she is The Black Whip, she leaves. Vic is found near the vault and suspected by the townspeople of robbery or the reward money. He is jailed and Hammond, working under cover with his mob, plans to frame Vic and have him lynched. Barbara realizes Vic will be saved only by recovery of the money so, as The Black Whip, who surprises Baxter and Harris in their hideout. There is a fight in which Baxter is knocked out and The Black Whip rides off with the money and Harris in hot pursuit. During the running gunfight, The Black Whip rides into the overhanging limb of a tree. She is knocked unconscious by the blow and falls from the horse as Harris rides up emptying his gun into her unconscious body. Meanwhile, in town the lynch mob has taken Vic from his jail cell and are preparing to hang him.

### Chapter Four: Detour to Death

Recovering from the blow which knocked her from her horse, Barbara, as The Black Whip, rolls under cover as Harris rides toward her. She whips him from his horse and rides into town with Harris and the money just in time to confront the mob about to lynch Vic. A note pinned to Harris' clothing and signed by The Black Whip results in Vic being cleared and Harris thrown into jail for the theft of the reward money. Vic and the Marshal anticipate that the gang will try to break Harris out of jail so they load him into the stage bound for another town for his trial. However, Harris has cleverly warned the mob and they ride to overtake the stage. The Black Whip, learning what has happened, rides to Vic's aid. In a spectacular chase and fight, the stage driver is killed and Harris escapes after knocking Vic out. The Black Whip drives off the outlaws but the runaway coach with Vic unconscious in it, rolls off a wrecked bridge to destruction.

### Chapter Five: Take Off That Mask

The stagecoach lands in a river and Vic swims to safety. The Black Whip, riding away from the scene, is pursued by outlaws but eludes them by riding behind the waterfall to her secret cave. The outlaw gang notes the nearness of Barbara's ranch to the place The Black Whip disappeared and conclude that she knows the secret identity of the masked rider. They invade Barbara's home and take her to their hideout where they force her to write a note to be printed in her own newspaper telling The Black Whip to appear at a rendezvous if her own life is to be spared. Barbara manages to word the note so as to give Vic and Tenpoint a clue to the hideout. Vic rides to the hideout but Barbara escapes before his arrival. As he battles the outlaws, Barbara, now garbed as The Black Whip rides in. The outlaws get the upper hand in a thrilling battle. With his gun trained on Vic, one of the outlaws threatens to shoot if The Black Whip doesn't reveal her identity. Barbara starts to remove her mask.

### Chapter Six: Fatal Gold

The Black Whip's hand goes up to remove the mask but instead she uncoils her deadly whip and with perfect aim, lashes the gun from the outlaw's hand. She and Vic drive the outlaws off. The Black Whip then rides off to resume her identity as Barbara Meredith. Later, Vic and Barbara befriend an old prospector who has made a rich gold strike. The outlaws realize that a gold rush will bring in settlers who will vote for Statehood for Idaho. Hammond sends his men to locate the gold strike and kill the prospector. Vic drives off the outlaws' first attack but they return later with a barrel of gunpowder, their plan being to blast the prospector's camp from a cliff above it. They overpower Vic in a savage fight. Barbara resumes her disguise as The Black Whip and rides up to the prospector's tent and enters it just as the barrel of gunpowder with a lighted fuse is dropped from the cliff above. The tent is blown up just a moment after The Black Whip has entered.

### **Chapter Seven: Wolf Pack**

The Black Whip and Zeke Haydon, the prospector, escape death in the blast because Haydon's tent covers the mine entrance which protects them during the explosion. Word spreads concerning the gold strike and wagon trains of settlers head for Crescent City. Hammond sends his outlaws to turn the wagons back despite the posse that has been formed to protect them. Part of Hammond's plan includes a fictitious story told as the posse is leaving to meet the wagons that sends the posse in the wrong direction. The Marshal becomes suspicious but is overpowered by one of the gang. Vic learns of the situation and rides off to warn the wagon train. The Black Whip and Vic protect the wagon train in a spectacular chase and gunfight. The Black Whip rides to a cliff where two outlaws prepare to drop explosives onto the wagon train below. The Black Whip knocks one of the outlaws off the cliff but then she, too, is sent hurtling over the precipice.

### **Chapter Eight: The Invisible Victim**

The Black Whip is saved from her fall over the cliff by falling through the canvas top of one of the wagons passing along the road below. The outlaws capture Vic and imprison him in a shack. Hammond speculates that Vic or another prominent townsman may be The Black Whip but after Hammond, Baxter, and Harris discuss the matter, they are all eliminated. Hammond decides Barbara knows the identity of The Black Whip and sends Baxter and Harris with Vic as prisoner to her ranch. There they threaten to kill Vic unless she produces The Black Whip. Barbara agrees and rides from the ranch to the secret waterfall entrance to her cave, dons The Black Whip disguise and races back to the ranch. She enters the house by a secret passage and reaches the room where Vic is tied up. As she frees Vic, the outlaws see her. Barbara sees them through a mirror reflection and as they run toward the room she steps behind a heavy curtain. The men see her boots beneath the drapery and empty their guns into the curtain apparently killing The Black Whip.

### **Chapter Nine: Avalanche**

The two outlaws, Baxter and Harris find The Black Whip has tricked them by leaving her boots under the curtain and escaping. They tell Hammond who suspects by the size of the boots that Barbara is The Black Whip and sends his two henchmen to take her prisoner. They surprise her at the ranch and take her away to the shack hideout. Vic, who also suspects that Barbara is The Black Whip, rides to the ranch and finds an outlaw lookout there. He forces him to tell where Barbara is held by Harris and another outlaw. Vic engages in a furious fight with the two men and Harris escapes. He meets Baxter and together they plant explosives on the cliff above the shack. Vic, who has untied Barbara starts with her from the shack but Baxter's gunfire drives them back in while Harris sets off the explosives. This precipitates an avalanche which buries the shack while Vic and Barbara are inside.

### **Chapter Ten: Fangs of Doom**

Barbara and Vic escape the avalanche through a hole in the rear wall of the shack. Baxter tells Hammond that Barbara is not The Black Whip because of Vic's appearance in the disguise. Another wagon train on the way to town draws Hammond's attention and he orders the horses to be used by the citizen's posse driven off. The Citizen's Committee meets to consider the situation and Vic innocently tips Hammond that the horses are quartered on the Meredith ranch. Hammond sends his men to drive them off. Vic and Barbara arrive at the ranch to find one of Hammond's men near the corral. Vic shoots him then follows his horse hoping it will lead him to the gang's hideout. Another outlaw secretly phones Hammond to tell him and Barbara overhears the conversation. Dressed as The Black Whip, she rides

to Hidden Valley where Vic, pretending to be one of the gang is trying to learn the identity of the outlaw boss when Baxter arrives and a fight ensues. The Black Whip enters the fight and is knocked down and Baxter violently jabs a pitchfork toward her.

### **Chapter Eleven: Flaming Juggernaut**

Vic saves The Black Whip's life by tossing a saddle over her, thus deflecting the blow from Baxter's pitchfork. Vic takes Baxter prisoner, leaves him at the ranch and meets Barbara at the newspaper office where they plan a trap for Hammond. At a citizen's meeting, Vic lets it be known that Baxter has escaped but left a note stating: "Tell the chief to meet me. I know who The Black Whip is." Hammond assumes Baxter is at Lookout Mountain and goes there. Vic frees Baxter who takes Vic prisoner and rides with him to the mine. Barbara, disguised as The Black Whip, follows their trail. At the mine, Hammond, masked, waits for Baxter who arrives with Vic. A fight follows and The Black Whip and Vic are pursued back into a deadened mine tunnel while Hammond rolls a barrel of oil toward them. He ignites the barrel which bursts into flame with an explosion that brings the tunnel ceiling crashing down on The Black Whip and Vic.

### **Chapter Twelve: Trail of Tyranny**

Vic and The Black Whip leap behind an overturned ore car in time to avoid the blast and escape. Barbara tells Vic that the outlaw leader will now bear a scar from her whip on his hand. In town, Vic demands that Hammond sign papers releasing the reward money and notes that Hammond wears a glove. As Vic orders him to remove the glove, Hammond grabs a gun and escapes to a secret camp. Election day follows and Hammond learns the votes will carry the statehood proposal so he orders his men to ride into town to destroy the ballots. Vic is warned of this and tells Barbara who rides to a nearby city to get help from government agents there. Hammond and his men attack the town and are fought by Vic and the townsmen but the battle is a losing one until the arrival of The Black Whip and the government men. With his outlaws defeated, Hammond follows The Black Whip into her secret cave where he is about to kill her when her horse rears up and knocks him to the ground. Hammond is trampled to death by the horse. His death marks the end of the reign of terror, the election is won by the statehood forces and Idaho is proudly admitted to the Union.

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3:00 P.M.	BREAK
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4:15 P.M.	BREAK
4:30 P.M.	POWDER RIVER RUSTLERS 1949 - Republic - Starring Allan "Rocky" Lane. "Rocky" links his greatest adventure in one of the west's forgotten ghost towns. Roy "He did it" Barcroft heads the bad guys.

CLUB INFO: This is your final newsletter for 1978. So to keep yours comin'; please sign up for 1979 today. Also this is the last drawing on your 1978 cards.

A new book on Buck Jones is out. 150 photos, 90 pages for \$5.75 from Mario De Marco - 16 Harold St. Worcester, Mass 01604. Also the 2 posters we are giving away today - 1. Buck Jones, 2. The Big Five, Jones, Mix, Maynard, Gibson, and McCoy, both for \$4.25.

The final chapters of SPY SMASHER will be shown today. Don't miss the thrilling conclusion to this super serial. It has been most gratifying to note the enjoyment that this serial has given to viewers especially the children at our showings. A big thanks to Sherman Pippin for allowing us to show this serial classic.

WE'LL BE SEEING YOU SOON FOLKS

EDITOR'S NOTE: Instead of our mailbag thought you would want to see this film club schedule sent to us by The Tennessee Western Film Club.

\*NEXT ISSUE\* — SERIAL WORLD INTERVIEWS WALTER REED — ROAR OF THE IRON HORSE — SECRET OF TREASURE ISLAND — SERIAL MODEL MAKER AND MUCH MUCH MORE.....

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Phantom Stills, Villian of the Year, Anthony Warde interview, Serial Mailbag, Serial Profiles, Serials and the B Westerns, Reel Books Serial Marquee. They're going to conquer the world.

ISSUE #3



Harry Lauter interview, Serial and B Western stars part 2, How the Serials rate, interview with John Hart, Superman in the serials, Kids Matinee.

ISSUE #4



Red Barry, interview with Jack Mulhall, Superman Ch. 1, Serial Showcase. Great serial villains and ads.

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Tim Tyler issue, interview with Frankie Thomas, How Serials Rate part 2, Superman Ch. 2, Behind the Cliffhanging scenes.

ISSUE #7



32 PAGE ISSUE. Scenes from the Serials Rate Part 3, Superman cont., Serial Mailbag, ReelBooks, Interview with Louise Currie, Bunglers of the Stratosphere, Serial Marquee, Serials Kings & Queens, Ads.

ISSUE #8



32 PAGE ISSUE. Serial Showcase & Mailbag, Ace Drummond, 1st Western Coast Western Film Con., Terry Frost interview, Death Takes Crash Corrigan, Superman cont., Nostalgia Ads.

ISSUE #9



32 PAGE ISSUE. Interview with Marshall Reed, Serial Marquee, Great Adventures of Wild Bill Hickok, Pin-up, Jungle Menace, Ads.

ISSUE #10



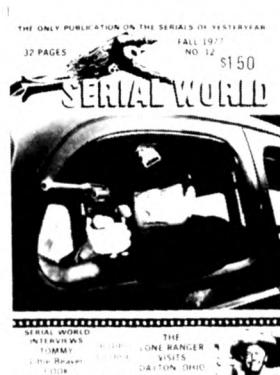
32 PAGE ISSUE. Interview with Tris Coffin, Last Chapter, Ralph Byrd Remembered, Deadwood Dick, Pin-up, Jungle Menace Part 2, Serial Marquee, Ads.

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24 PAGE ISSUE. Blackhawk, Superman Strikes Back, Interview with Duncan Renaldo, Mysterious Pilot, Serialtoon.

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32 PAGE ISSUE. Radio Patrol, Lone Ranger Visits Dayton, Mysterious Pilot cont., Interview with Tommy Cook, Mailbag, Ads.

ISSUE #13



The Shadow Serial, Did You Know That, Spy Smasher, Serial Showcase, Serial Mailbag, Ads.

ISSUE #14



Flash Gordon Conquers Minneapolis, Spy Smasher, King of the Mounties, Did You Know That, Serial Mailbag.

**ISSUE #15****ISSUE #16**

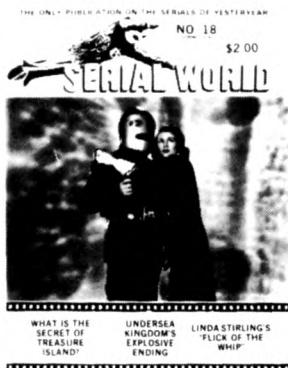
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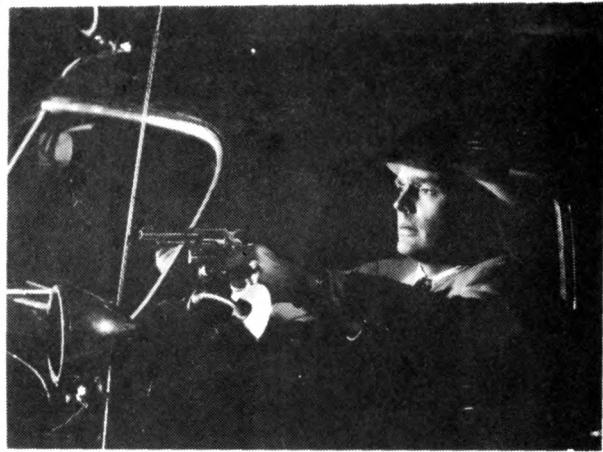
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## WALTER REED INTERVIEWED



Artwork by Clinton G. Kueker

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-24-

